



BARBARIAN PATH - CHAINSMITH

PATH OF THE CHAINSMITH

Hardened by years of metalworking, the Chainsmith is a barbarian who channels their rage to command metal. Whether driven into battle by forces threatening their home, or seeking glory, the Chainsmith entwines the rage of a barbarian with the flames of metalwork.

A notable Chainsmith is Angrath, a minotaur pirate who was trapped on Ixalan. Unable to return home to see his family, he channeled his rage and blacksmithing prowess to fight to find a way home - by whatever means necessary.

STRIKE WHILE THE IRON IS HOT

Beginning when you choose this path at 3rd level, your blacksmithing expertise grant you an insight into the weak points of your foes' armor, and a knack for knowing how to dent it out of shape.

Whenever you attack a creature that is wearing nonmagical armour within 1 round of it suffering fire damage, reduce that creature's armour class by 1. This ability may not reduce a creature's armour class by more than 2.

BONUS PROFICIENCIES

Beginning at 3rd level, you gain proficiency with Smith's Tools.

CHAIN WRAP

Beginning at 6th level, you learn basic telekinetic control of your chains, allowing you to do more in combat than simply dealing damage. While raging, you may make a special chain wrap attack as an action. Make an attack roll with a chain you are wielding. If this attack hits, you may choose one of the chain attack effects. You may use this ability 5 times, after which you must complete a long rest before you can use it again.

A chain is a simple melee weapon. It deals 1d6 bludgeoning damage, and has the reach rule. A chain usable as a weapon weighs 10lbs, and costs 5gp.

CHAIN WRAP ACTIONS:

- **Disarm.** Make an opposed Strength check with the target. On a success, the target drops one weapon it is holding. The dropped weapon is pulled 5 feet towards you. If the weapon is moved into contact with you and you have one open hand, you may attempt to catch it by making a DC 17 Dexterity check. On a success, you catch the weapon in your open hand. On a failure, the weapon falls to the ground.

- **Grapple.** Make an opposed Strength check with the target. On a success, the target is grappled, but may still move towards you. Until the grapple ends, you may only make attacks with chain weapons against the grappled creature.
- **Throttle.** If the target is within 5 feet of you, you may make an opposed Strength check with the target, at disadvantage. On a success, the target is grappled, and is suffocating for the duration of the grapple. The grapple ends if the target breaks free or if you make an attack action.
- **Trip.** Make an opposed Strength check with the target. On a success, the target falls prone, and is dragged 5 feet towards you.

HEAT OF THE FORGE

At 10th level, you learn the spell Heat Metal, which you can cast three times, with a range of only targets you can touch. You regain uses of this ability after taking a long rest. In addition, you are immune to damage caused by the spell Heat Metal, and have resistance to fire damage while raging. You may cast and concentrate on this spell while raging. When you use your Chain Wrap ability while Heat Metal is cast on a chain you are wielding, the ability gains the following additional effect:

- **Disarm.** The target suffers disadvantage on Strength checks until they are fully healed.
- **Grapple.** The target immediately suffers 2d8 fire damage in addition to the attack's normal damage.
- **Throttle.** While grappled, the target reduces its Constitution modifier by 1 for determining how long it takes to suffocate.

- **Trip.** The target reduces their walking speed to half its original value until they are fully healed.

MOLTEN CORE

Beginning at 14th level, molten metal courses through your veins as you rage. While raging, you gain immunity to fire damage, and whenever you suffer weapon damage while raging, each creature within 5 feet of you immediately suffers 1d4 fire damage.

CREDITS

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ARTWORK

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